```
In [8]: #Introduction to classes
In [9]: class Users:
             def createname(self,name):
                 self.name = name
             def displayname(self):
                 print(f"{self.name}")
             def greetuser(self):
                 print(f"Welcome back, {self.name}")
In [10]: xobj = Users()
         xobj.createname('Muzakkir')
         xobj.displayname()
         Muzakkir
In [11]: xobj.greetuser()
         Welcome back, Muzakkir
In [ ]:
In [18]: class Pizza:
             def createp(self,base):
                 self.base = base
             def displayname(self):
                 print(f"You selected, {self.base}")
```

```
def greetuser(self):
                  print(f"The best base is, {self.base}")
In [19]: xobi = Pizza()
         xobj.createp('Thin')
         xobj.displayname()
         You selected, Thin
In [20]: xobj.greetuser()
         The best base is, Thin
In [ ]:
In [21]: #Introduction to constructor
In [ ]:
In [22]: class Cat:
              """Creating a cat class"""
              def int (self,name,age):
                  \overline{\text{self.}} name = name
                  self.age = age
                  print("This is executed ")
              def sit(self):
                  print(f"{self.name} is now sitting")
              def roll over(self):
                  print(f"{self.name} is now rolling over")
              def jump(self):
                  print(f"{self.name} is now jumpimg")
              def details(self):
                  print(f"{self.name} is now {self.age} years old")
```